TECHNOLOGY BOWL I & II

OVERVIEW: A team, consisting of up to three chapter members, competes against other chapters in a verbal, head-to-head question and answer contest. This is a National Event.

 I.   CONTEST PURPOSE
      The main purpose of this contest is to give members from each chapter the opportunity to compete against other chapters. This competition allows members to display, through answering general questions, their understanding and knowledge of technology and its applications. The team will be selected by their chapter. Team members may not be changed once the competition begins.

II.   ELIGIBILITY FOR ENTRY
      A.   Must be current TSA state and national member and registered State Conference participant.

      B.   This is a team event. Entries are limited to one (1) team, up to three members per chapter. The team will be selected by the local chapter and approved by the chapter advisor.

III. LIMITATIONS
      The contest does not have a "total" overall time for completion; however, there are specific time limitations pertaining to giving answers.

IV.   SPECIFIC REGULATIONS
      National rules may differ from state rules. Individuals planning on participating in national competition must adhere to national rules.

      A. Up to three selected contestants from each chapter.

      B. Teams will not be allowed to compete unless dressed in proper construction attire (i.e. shoes with laces, pants, hard hats).

      C. Winners of each round will advance to the finals. Defeated teams will compete against other eliminated teams.

      D. Each team must lose two rounds before they are eliminated from the competition.

      E. Three points will be given for the winning team, in each level.

      F. A time limit of eight seconds will be allowed, following the reading of the question, for a team to turn on their light(s).

      G. After a team member's light has been turned on, eight seconds will be allowed to begin answering the question, after the person asking the question acknowledges the contestant.

      H. A contestant may turn on their light before the entire question has been read; however, the reader will immediately stop reading the question. The contestant then has eight seconds to give their answer.

      I. If the question is not answered correctly, the opposing team will be given a chance to answer the same question. The question, upon request by the opposing team, may be re-read. The eight second rule does not apply.

J. Each correct answer is worth one point. Seven questions constitute an initial round. When it is obvious a team cannot win or tie because of the point spread, a winning team will be declared. The Losers round will have five questions.

K. In case of a tie, three additional questions will be asked.

L. There is no penalty for wrong answers.

M. Event Consultant's, judge's, and/or grievance committee's decision will be final.

V. PROCEDURES

A. Each team will sit at a table. On the table will sit a box with three lights, one for each team member. The contest coordinator will read a question (the question may be essay, fill-in the blank, or multiple choice). The team member who turns on their light first, will be given a chance to answer the question. Team members cannot consult with each other once one of their lights has been turned on. However, the opposing team may consult with each other if the first team misses the question. Time limits apply in either case. Team members will be seated with their backs to the audience and instructors, and will be facing the judges and presenter.

B. The team that wins each round continues to advance towards the championship round. A team must lose two times before they are eliminated.

C. If a problem arises (example: the answer on the question sheet is incorrect), a team and/or an advisor may raise a point of question. The person raising the question will come forward to address their concern(s) to the Event Consultant, then they will return to their seat. The Event Consultant will correct the problem, and/or address the problem to the student Grievance Committee.

VI. REQUIRED CONTEST PERSONNEL AND EQUIPMENT

A. Oral Examination

1. Timekeeper - one.
2. Scorekeeper - one.
3. Moderator - one.
4. Tables and chairs or table armchairs, in sufficient quantity to accommodate all contestants.
5. Room - securable area large enough to accommodate contestants and observers.
6. Rating sheets for judges, furnished by Event Consultant.

B. Rooms

1. Table and chairs for the judges.
2. Table rostrum.
3. Two tables and six chairs for contest teams.
4. Technology bowl winners chart.
5. List of chapters registered for the contest.
6. Lights and controls for contestants' tables.
7. Team members will face the moderator (or best possible arrangement).
8. P.A. system is suggested.

C. Test questions will be typed, with the acceptable answer(s) indicated.

VII.   CRITERIA FOR JUDGING
    A.   Oral Exam

        1.   A team's score is derived from the total correct answers to the questions asked. For each correct answer, the team will receive one (1) point.

        2.   If a question is answered incorrectly, or if a member of the team presses a button and cannot answer the question, points will not be subtracted from the team's total points.

        3.   If any question is being read and a team member presses the button before the question is finished, the member must answer completely as stated on the answer card. However, if the answer is incorrect, the entire question will be read for the other team.

        3.   A total of seven questions will be asked per round, five for losers bracket. No questions will be repeated in another round.

        4.   In case of a tie, three additional questions will be asked. If a tie exists after the first tie breaker, then three additional questions will be asked. This procedure will continue until the tie is broken. The questions will be picked at random,from the basic curriculum areas being tested.